

Battle of Iwo Jima 1945

by Tootall

Readme: the official guide to the BOIJ45.scn ToT scenario

IWO JIMA (Via Navy Radio) - Saturday, February 24, 1945: The battle of Iwo Jima promises to be one of the most bitter and bloody struggles of the entire Pacific war to date, says war correspondent William Marien. It is obvious that the majority of the Jap heavy weapons were knocked out by the severity and intensity of the naval and air bombardment, but they have been able to retain sufficient mortars and artillery in their caves and steel and concrete blockhouses, to fight on fanatically at the cost of American casualties.



Amphibious tractors approaching Iwo Jima, 1945.

Apart from the numbers of the remaining Japanese weapons, the bloodiness, of the struggle depends, on the terrain of Iwo Jima. The five-mile long island runs south-west to north-east. The south western extremity is tipped with Mt. Suribachi, a semi-active volcano, 500 feet high, From the volcano runs a terraced plain on which the Japanese built a good airstrip. At the north west end of the island the plain rises in rugged jumps to a 350 feet high tableland. The sides of Mt. Suribachi are honeycombed with deep, natural caves.

The plain is devoid of all cover, and the terrain makes it extremely difficult to use tanks. There too, the Japanese

have left many examples of their uncanny ability, and have constructed almost indestructible blockhouses and pillboxes. The north eastern end of the island is also riddled with natural caves and enormous boulders. The only possible landing beaches are between these two strongpoint's and consequently the Marines are subject to enfilading fire which is proving accurate and extremely difficult to locate. At every available landing beach rises a terrace from high watermark, making it almost a superhuman feat to land tanks and tractors. Consequently the great brunt of the fighting so far has been borne by the Marines on foot who advance through a hell of mortar and artillery fire across country absolutely naked of cover. They cannot see the enemy, but only his heavy fire falling among them with satanic accuracy. From the deck of this transport lying close inshore I can see these men advancing. I can see the shells exploding among them, and when the smoke clears away I can see the survivors continue, until another shell comes, and more go down. But those who are left press on relentlessly.

I can see some of the tanks from the beach, pursued by mortars and artillery, come up to a pillbox, squat and menacing, and squirt gallons of flame through the embrasures, following up with rapid fire from their heavy guns. I can see the mortars dropping among the barges on the beach throwing up pretty white spouts of water, and too often ugly pieces of smashed barge. I can see stretcher-bearers carrying wounded men to the beachhead and a few minutes later ambulance barges bring broken and bloody men alongside.

The Marines are advancing slowly and bloodily, it is true. Admiral Turner, of the US Pacific amphibious forces, described Iwo Jima as the best defended island anywhere in the world, but the strategic importance of this island is great enough to outweigh the difficulties of its capture.

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1. Scenario Name and Author

"The Battle of Iwo Jima 1945" by Tootall



The landing crafts approach the beaches of Iwo Jima.

2. Before Installation

1. This scenario requires Civilization II Test of Time. If you don't already have it, you may purchase it on ebay or Amazon.

2. You **must** install the Test of Time v1.1 patch **before** installing this scenario. You may download it here: <http://forums.civfanatics.com/downloads.php?do=file&id=59>
Note: For those users who have the "Sid Meier's Civilization® Chronicles" version of the game installed on their computer, please use the " CivChroniclesPatch.exe" included in the ZIP file to install the patch.
3. The game has been created and tested on a 64 bit computer and therefore should work on both 32 and 64 bit computers. Those players wanting to play this scenario and who have a 64 bit computer will need to run the Civ2XP64Patcher.exe program each time they start up their Test of Time game (please use the " Civ2XP64Patcher.exe " included in the ZIP file).
4. The animated sprites have been disabled in the game.

3. Installation instructions

1. Under your ToT directory, create (if you have not already done so) a folder called Scenarios. Do not put this in the Original, Fantasy or Sci-fi folders. It must be directly under the main Test of Time directory.
2. Inside the Scenario folder, create a second folder called 'Battle of Iwo Jima 1945'.
3. Unzip ALL the files you've downloaded into the newly created Battle of Iwo Jima folder.
4. To install sound, create a folder called Sound in your new Battle of Iwo Jima folder. Extract all the sound files into the Sound folder.
5. **VERY IMPORTANT - this game is designed to be played as the Americans ONLY. Do not even attempt to play as the Japanese!**
6. **VERY IMPORTANT – you must run the “BOIJ45.bat” batch file, and select from options #1, #2 or #3 before you begin the game!**

4. Victory Conditions

The goal for the American player is to capture all 5 objective HQ's (cities) on the map and win a 'Decisive Victory' within 26 turns.

5. Scenario Parameters

The following scenario parameters have been preset in the game:

1. The following terrain is impassable to all armored units: Escarpment and Hills (MAP1), **see House Rule #6.**
2. The following terrain is impassable to all units: Bedrock (MAP2 & 3).
3. Government switching has been disabled.
4. You cannot obtain technologies by conquest.
5. There is no pollution.

6. House Rules

There are six simple house rules in this scenario that the humans players must adhere to:

1. Firstly, all ground unit types may **only** be disembarked on beach tiles (you cannot disembark on escarpment tiles).
2. Secondly, naval transports are immobile in the game. Thus all ground forces situated on transports must first be unloaded onto either LVT-2, LCI or LST's, before they can be moved and unloaded onto the beaches.
3. Thirdly, given the very short timeframe of the scenario, i.e. 27 days, it is forbidden to built cities in the game (see game concept # 11 for the usage of Seabees).
4. Fourthly, it is strictly forbidden to stack any air unit on top of your ground or naval units under any circumstances (exception: within your city, aboard your escort carriers or on either airfield tiles is allowed). This would give the American player somewhat of an unfair advantage by preventing the AI from launching attacks.
5. Fifthly, do not randomly click on the different hill and jungle tiles throughout the island to try and find the different cave entrances (see game concepts #7 and #8), unless you happen to have ground unit in an adjacent tile. Otherwise that would be cheating and would remove the challenge in trying to find them.
6. Sixthly, no armored unit, including Seabees, may move onto escarpment or hill tiles (see **A. Appendix - Game Units**, the *Attached Armored Battalions* section, p.11, for the list of armored units). They may attack such tiles, but may not enter them.

7. Major Game Concepts

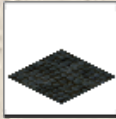
There are several game concepts you should be aware of before playing the game:

1. *Hex and unit size*. Each tile represents around 475 feet. Each unit is the equivalent of a company.
2. *Turns*. Each turn represents a single day in the battle.
3. *Stackable Hexes*. All non-ocean hexes have been made into stackable hexes.
4. *BOIJ45.bat file*. The batch file allows the player to select different flavors of the same scenario. There are different series of tunnel complexes, Japanese troop placements and variants of the events file. You must run the batch file before starting the game.
5. *Japanese random first turn set up*. Roughly 75% of the initial Japanese units are randomly set up on the first turn through the events file, with each unit having between 2 to 4 alternate tile placements. The other 25% are always set up in the same location to ensure a continuous interlocking defensive line. Therefore, you are unlikely to ever run into the exact same defensive set up no matter how many times you play the scenario.
6. *Reinforcements*. There is no production in the game. Instead, the Americans are eligible to receive reinforcements, through the events.txt file, when they've capture a combination of key island objectives (most notably the airfields pillboxes, a specific HQ, the destruction of pillbox #3 and a message type unit). These reinforcements will arrive directly on specific beach locations on the island.

HINT: Try to capture the 2 airfields and Mount Suribachi as quickly as possible as this will release the 9th Regt of the 3rd Marine Division, which will prove vital to keep your momentum going.

The Japanese receive 'reinforcements' (units that are already located on the island but released by the various HQ's to engage the enemy) either on specific turns, by random events, or because they've been triggered by American actions.

7. *Tunnel system*. There are some small but relatively intricate and different tunnel systems



located under the island. All the Japanese HQ's (cities) are located underground. These tunnels can only be accessed through cave entrances (see game concept #8). The American player must find these entrances in order to be able to capture these HQ's and win the game. There are **no more than 6 or 7 entrances in total** above ground, depending on which scenario version you have selected to play. Finding them is part of the challenge of the game (be mindful to follow House Rule #5).

8. *Cave entrances.* There are a number of cave entrances situated on the island that give the American player access to the underground tunnels. There are 2 types of above ground cave entrances:



Hill and Jungle entrances. These are actual 'units' situated above ground. They are only found on either hill or light jungle terrain tiles. They exert a zone of control and have a defensive factor. Whenever the American player stumbles upon them they should attack them. If the cave entrance unit is destroyed, the American player will receive a message stating that they've located an entrance. If the player then enters the cave entrance tile, they can 'teleport' to the tunnel system below, provided they have sufficient movement points left that turn (otherwise they will have to wait for the next turn).

Note: you will know when you are located atop a tunnel entrance tile when you see '(Cave Entrance 1)' or '(Jungle Entrance 2)' in the Status section situated on the right side of the game screen

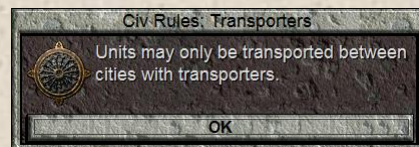


Tunnel Stairway. The game consists of 3 map levels, the above ground map (called Iwo Jima) and two subterranean maps (called Underground 1 & Underground 2). On the underground levels you will find other cave entrances, called 'Tunnel Stairway', that will allow you to navigate between the 2 underground levels.



Important Note: Only the 3rd Mar Rifle, 4th Mar Rifle and 5th Mar Rifle American units can enter the different cave entrance types and move through the tunnel system.

Important Note: Sometimes when a 'Mar Rifle' unit is located atop a tunnel entrance and are you trying to access the tunnel system below, by using the unit's 'Teleport' ability, you may get the following message: 'Units may only be transported between cities with transporters' (see image below).



This is because there is a Japanese unit located on the entrance below at the time. You may have to wait the next turn before that unit moves off the tunnel entrance. If on the next turn, you still cannot teleport below you may have to move off the tunnel tile yourself and return the next turn, otherwise the AI may decide not to move the unit as long as you have a unit atop the entrance.

This isn't necessarily a common occurrence but it can happen.

9. The 3rd, 4th and 5th Marine Divisions units are represented by different units of varying combat strengths. This was done to reflect their different combat experiences. The 3rd Marine Division

was a veteran unit that participated in the fierce battles for Bougainville and Guam islands. The 4th Marine Division saw battle at Kwajalein, Saipan and Tinian. Iwo Jima would be the first battle for the 5th Marine Division and as such was a rookie unit.

10. *Marine replacements.*



The Marine divisions received periodic Rifle and BAR 'replacements' to replenish their combat losses. These are green units arriving straight from training camps in the States. As such they have the 'weakest' combat/defensive strength of all Marine units. They don't have the 'teleport' ability and as such cannot enter the tunnel complexes. These replacements will arrive directly on specific beach locations on the island.

11. *Seabee units.* The word **Seabee** is a proper noun that comes from the initials of **Construction Battalion**, (CB) of the United States Navy.



The Seabees were basically construction units, used to refurbish airfields or build roads amongst other tasks during the Pacific campaign. For the purpose of the game their only role is to build roads to allow the American ground units to move quickly around the island (since there are no roads at the start of the scenario). You may **NOT** use them to build cities (as per House Rule #3). They may not enter escarpment or hill tiles (as per House Rule #6).

Do not underestimate their value as they can play a pivotal role in moving your ground forces about the island.

HINT: Starting your road networks on tiles (30,62) and (45,57) are goods locations as this is where the follow up reinforcements, once activated, will appear.

12. *Kamikaze units and radar station.*



There are a number of randomly generated Japanese kamikaze units in the game. You will be notified each turn that your radar men detect an incoming flight.



These flights of Kamikazes will continue to be randomly generated as long as the hidden Japanese radar station, situated on the island exists. Once destroyed, the flights will stop.

13. *Storms.* There were many days during operation 'Detachment', the invasion of Iwo Jima, where



unloading operations, naval gunfire and air combat sorties had to be cancelled because of severe storm activity. As such, on random turns you will get a message stating that these activities are prohibited during that turn only. Ground forces already on the island will be able to continue to operate normally.

In addition, on these random turns, a certain number of storm cloud units will be generated which may end up striking your units. In most circumstances, the effects will be negligible unless the 'attacks' happen to fall upon the more vulnerable landing craft such as the LVT-2 and LCI, in which case some of these units *might* actually get sunk.

The storms may also travel on land, attacking or impending your ground units. You may 'attack' these storms with your ground forces (think of it as fighting the elements, i.e. fighting through heavy rain, mud).



5th Marine Division assaulting the base of Mount Suribachi.

8. Designer's Notes

I designed the 'Battle for Iwo Jima 1945' as a counterpart to my 'Battle of France 1944' scenario. I wanted to recreate a battle that occurred in the Pacific theater. I felt that the nature of that battle, i.e. the restricted battlefield, the ferocity of the combat, the defensive versus offensive nature of the operations lent itself well to the Civilization II game mechanics.

Though in reality the Americans never really fought inside the tunnel complexes, they were much more inclined to seal off the entrances thereby trapping the Japanese defenders inside, the idea of adding such a component to the game rendered it, in my opinion, much more interesting.

Though the actual battle officially lasted from February 19 to March 26, 1945, the scenario ends on March 16th when the island was first declared secure by the American commanders. By shortening the duration of the scenario, I felt it made the game more challenging for the American player to achieve victory.

9. Credits

Though my scenario was largely an individual effort, none of it would have been possible without the creative genius and inspiration from so many other designers and artists of the series.

I would like to acknowledge the work of two great artists, Fairline and Catfish. It's their great unit and terrain artwork that I believe gives my scenario a polished look (though I'm proud to say I made a few contributions of my own, in particular, the design of the 'LVT-A' unit and the 'Craggs' terrain graphic amongst a few other tweaks).

I would also like to extend a heartfelt thanks for all those who tirelessly set about writing all those help guides for all of us 'wanna' be scenario designers.

The sounds, improvement and wonder icons come from a large variety of sources, too many to name or even properly identify. Nevertheless, many thanks for your great work!

The radio broadcast was downloaded from the internet as an MP3 file and converted to a WAV file with the help of the Switch Sound File Converter (a free downloadable software program accessible from www.nch.com.au/switch/index.html)

The map was my own creation. Any inaccuracies or design flaws are mine and mine alone.

And of course a special thanks to anyone who downloaded and played this game, keeping Civilization II alive and well!

Tootall, September 2012

Front page photo credits:

Background image:

"Raising the flag on Iwo Jima". Raising the Flag on Iwo Jima is a historic photograph taken on February 23, 1945, by Joe Rosenthal. It depicts five United States Marines and a U.S. Navy corpsman raising the flag of the United States atop Mount Suribachi during the Battle of Iwo Jima in World War II.

The six flag raisers in the picture are (left to right) Pfc Ira Hayes, Pfc Franklin Sously, Sgt Michael Strank, Pharmacist's Mate 2nd Class John H Bradley, Pfc Rene A Gagnon and Cpl Harlon H Block. Sousley, Strank and Block were tragically killed on Iwo Jima.

Quote credits:

All quotes generated by the events files come from the following article, 'Operation Detachment: The Battle for Iwo Jima February - March 1945'. It can be found at the following link:

http://www.historyofwar.org/articles/battles_ijojima.html#Americans











Note: This ReadMe file was created on Microsoft Word 2007.

A. Appendix: Game Units

Fifth Amphibious Corps –







Lt.-Gen. Holland Smith

Comprised of 3rd, 4th and 5th Marine Divisions

	Unit	Move	Att.	Def.	HP	FP	Special
	3rd Mar Rifle	5	12	7	2	1	Ignores city walls Can make amphibious invasions
	3rd Mar BAR	5	13	7	2	1	Ignores city walls Can make amphibious invasions
	4th Mar Rifle	5	10	6	2	1	Ignores city walls Can make amphibious invasions
	4th Mar BAR	5	12	6	2	1	Ignores city walls Can make amphibious invasions
	5th Mar Rifle	5	9	6	2	1	Ignores city walls Can make amphibious invasions
	5th Mar BAR	5	10	6	2	1	Ignores city walls Can make amphibious invasions
	Mar Rifle Co.	3	9	5	2	1	Ignores city walls Can make amphibious invasions
	Mar BAR Co.	2	10	5	2	1	Ignores city walls Can make amphibious invasions
	Bazooka	5	13	5	2	2	Ignores city walls
	Flamethrower	5	18	5	2	2	Ignores city walls
	Seabees	4	0	3	2	1	Build roads






Attached Armored Battalions

3rd, 4th and 5th Armored Battalions

	Unit	Move	Att.	Def.	HP	FP	Special
	M4A1 Sherman	8	15	5	2	2	
	M4A3 Sherman	7	16	7	3	2	
	POA-CWS	7	19	7	3	3	Ignores city walls
	M8 HMC	5	13	4	2	2	Ignores city walls
	M7 Priest	4	15	3	2	2	Ignores city walls
	M12 HMC	4	16	3	2	3	Ignores city walls

Fifth Fleet,

Admiral Raymond A. Spruance

	Unit	Move	Att.	Def.	HP	FP	Special
	Destroyer	24	6	4	2	2	Two space visibility Unit can spot submarines
	Cruiser	26	8	6	2	2	Submarine advantages / disadvantages Unit can spot submarines
	Battleship	22	16	12	4	4	Submarine advantages / disadvantages
	Escort Carrier	20	0	6	3	1	Can carry air units (carrier) x2 on defense versus air (AEGIS)
	F6F Hellcat	30	8	4	2	2	Two space visibility Can attack air units (fighter)



SB2C Helldiver	28	16	3	2	2	Unit can spot submarines
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Fifth Fleet, Joint Expeditionary Force
Vice Admiral Richmond K. Turner



Unit	Move	Att.	Def.	HP	FP	Special
LVT-2	16	1	2	2	1	Carries 2



LVT-A	5	15	2	2	2	Can make amphibious assaults
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LCI	12	1	3	2	2	Carries 2
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LST	18	0	3	2	1	Carries 6
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Transport	0	0	3	2	1	Carries 10
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109th Infantry Division –
Lt.-Gen. Tadamichi Kuribayashi
Comprised of the 145th Regt, 17th Independent Mixed Regt and
2nd Mixed Brigade



Unit	Move	Att.	Def.	HP	FP	Special
Giyugun Hohei	0	0	7	2	1	













Sento Enjinia	5	12	3	2	1	Ignores city walls
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Kempeitai	5	6	5	2	1	Ignores city walls
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Hohei Butai	5	9	4	2	1	Ignores city walls
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	Senpaku Hohei	5	8	6	2	1	Ignores city walls
	Land Mine	0	0	4	2	2	
	Barbwire	0	0	2	2	1	
	Pillbox	0	0	9	3	2	Two space visibility x2 on defense versus armor
	Cave Bunker	0	0	11	4	2	Two space visibility x2 on defense versus armor x2 on defense versus air
	Jungle Entrance	0	0	4	2	1	
	Hill Entrance	0	0	5	2	1	
	Command Post	0	0	13	4	2	Two space visibility x2 on defense versus armor x2 on defense versus air
	75mm AA Batt.	0	0	6	3	1	x2 on defense versus air
	8inch Naval Batt.	0	0	4	3	2	Two space visibility Can carry air units x2 on defense versus armor x2 on defense versus air

26th Tank Regiment






Lt. Colonel Takeichi Nishi

	Unit	Move	Att.	Def.	HP	FP	Special
	Type 95 HA-GO	0	0	6	2	2	
	Type 97 CHI-HA	0	0	8	2	2	



Brigade Artillery Group

Colonel Chosaku Kaido







Unit	Move	Att.	Def.	HP	FP	Special
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	37mm AT Gun	0	0	4	2	1	x2 on defense versus armor
	25mm AA Gun	0	0	4	2	2	x2 on defense versus air
	120mm Mortar	0	0	1	2	1	Two space visibility Can attack air units (fighter)
	105mm Gun	0	0	2	2	2	Two space visibility Can attack air units (fighter)
	155mm Howitzer	0	0	2	3	2	Two space visibility

IJN air and naval units

	Unit	Move	Att.	Def.	HP	FP	Special
	Submarine	16	10	2	3	2	Two space visibility Submarine advantages/disadvantages
	Kamikaze	50	7	2	2	5	Two space visibility Submarine advantages/disadvantages

Ammunition

	105mm Shell	10	5	1	2	2	Ignores city walls Destroyed after attacking (missiles)
	Mortar Shell	6	6	1	2	2	Ignores city walls Destroyed after attacking (missiles)
	155mm Shell	15	6	1	2	3	Ignores city walls Destroyed after attacking (missiles)
	210mm Shell	20	7	1	2	3	Ignores city walls Destroyed after attacking (missiles)
	406mm Shell	40	8	1	2	4	Ignores city walls Destroyed after attacking (missiles)
	Explosives	0	0	1	1	1	